THAMER

EPYX®
COMPUTER SOFTWARE

WINTER GAMES™

INSTRUCTION MANUAL

for the Apple®

Game program designed by Action Graphics, Inc.

MOMENT OF TRUTH

You're an athlete at the 1988 Winter Games at Calgary, Alberta, Canada. You're about to move across snow and ice with as much speed, strength, endurance and grace as you can muster in the blustery cold.

This is the winter portion of the world's foremost amateur sports competition. You'll match your skills against the top athletes from a hundred countries.

Be proud. Today you stand among the elite few whose courage and stamina will be tested by these WINTER GAMES. Listen. A fanfare of trumpets sounds as the WINTER GAMES flag is slowly raised. Thousands of white doves are released, symbolically to fly to the countries of the world with the message of peace–and the news that the WINTER GAMES have begun. This is it–your chance to go for the Gold!

OBJECTIVES

WINTER GAMES challenges your competitive skills with a series of athletic contests for 1 to 8 players. You can compete in seven challenging winter events--*Ski Jump, Bobsled, Figure Skating, Freestyle Skating, Hot Dog Aerials, Speed Skating* and *Biathlon*(cross-country skiing and rifle shooting).

Practice each event first to hone your skills. Then choose from the 18 countries you can represent in the competition, and go for the gold!

WINTER GAMES provides judges, keeps scores, and awards medals to the winners--the Gold for first, the Silver for second, and the Bronze for third place. If you break a "World Record," WINTER GAMES will save your name and display it on a special World Records screen.

Get ready to give it your best--and remember the motto of the ancient Greek atheletes:

Citius--Altius--Fortius

"Faster--Higher--Stronger!"

GETTING STARTED

Loading Instructions

- Set up your Apple ® Home Computer as shown in the Owner's Manual.
- If you are using a joystick, plug the joystick in as shown in the Owner's Manual.
- Insert the WINTER GAMES disk into the disk drive, **SIDE 1** label facing up, cutout pointing toward the back. (You will be prompted when to remove the disk to load **SIDE 2**.)
- Turn ON the computer.
- After a few seconds, the title screen will appear, then the opening ceremony will begin.

STARTING PLAY

Opening Ceremony

A spectacular opening ceremony welcomes you to WINTER GAMES. An athlete bearing the flaming torch mounts the steps to light the sacred fire that burns night and day throughout the WINTER GAMES. White doves are released over the stadium, to symbolize peace on earth. Let the games begin!

How to Play

Once the opening ceremony concludes, a menu screen offers you a choice of six options. To make a selection, use your joystick to move the cursor to your choice, then press the **FIRE** button, use the cursor keys, or the **I** and **M** keys and press the **RETURN** key or **SPACE BAR**.

OPTION 1: Compete in all the Events

Compete in all seven events: *Ski Jump, Bobsled, Figure Skating, Hot Dog Aerials, Freestyle Skating, Speed Skating, and Biathlon.* The computer keeps a running tally of medals awarded to each player.

- To enter your name, type your name on the keyboard and press **RETURN** .
- To choose your country, use the joystick, the cursor keys, or keys **I** and **M** to move the cursor to the flag of your choice, then press the **FIRE** button or **RETURN** or **SPACE BAR** to select that country.

  (To listen to the country's anthem, type **S**.)

- Repeat name and country selection for each additional player (up to eight). When all players' names and countries are entered, press **RETURN**.
- A verification screen appears. If all names and countries are correct, select YES with the joystick and press the **FIRE** button, or type **Y**. To delete names and start again, select NO or type **N** .

OPTION 2: Compete in One Event

Similar to OPTION 1, but you only compete in the event you select.

- Select the event by typing the corresponding numbered key, by moving the joystick and pressing the **FIRE** button, or pressing key **I** or **M** and then the **RETURN** key, or **SPACE**

OPTION 3: Compete in Some Events

Similar to OPTION 1; however, you can compete in any number of the listed events for this round of international competition.

- Select the event(s) by typing the corresponding numbered key or by moving your joystick and presing the **FIRE** button.
- The events you select will be displayed in white.
  - When you are finished selecting the events, move the cursor to the word **DONE** and press the **FIRE** button.

OPTION 4: Practice One Event

- Move the joystick to choose the event, then press the **FIRE** button, or type the key matching the event number, or press key **I** or **M** and then the **RETURN** key or **SPACE BAR**.

  No scores are kept during practice rounds.

OPTION 5: See World Records

Displays the highest score recorded in all events, with the name and country of the player who achieved each world record.

- Press the **FIRE** button or **RETURN** or **SPACE BAR** to return to the menu.

OPTION 6: Opening Ceremonies

Repeats the opening ceremonies.

OPTION 7: Sound to Apple Speaker/Cassette Port

- Allows you to turn the sound off or on. Apple Speaker indicates sound on, Cassette Port, sound off.

THE GAMES

All events in WINTER GAMES can be controlled with either the joystick, or the keyboard. Movements from the keyboard are depicted below:

Figure Skating

Figure Skating (Short Program) is a one-minute, timed exercise of seven compulsary movements: **Camel Spin, Sit Spin, Double Axel Jump, Triple Axel Jump, Double Lutz Jump, Triple Lutz Jump,** and **Camel** into **Sit Spin**. You can perform the seven movements in any order you choose. It's the grace and form of your skating that count!

- Press the **FIRE** button or the **SPACE BAR** to start **Figure Skating**.
- To begin a movement, point the joystick in the direction of the movement you want to make and press the **FIRE** button or **SPACE BAR**.
- To COMPLETE a movement, center the joystick and press the **FIRE** button or **SPACE BAR**.
- To SKATE BACKWARD, center the joystick and press the **FIRE** button or press the **J** key and then the **SPACE BAR**.

Joystick or Keyboard Controls: Figure Skating and Free Skating

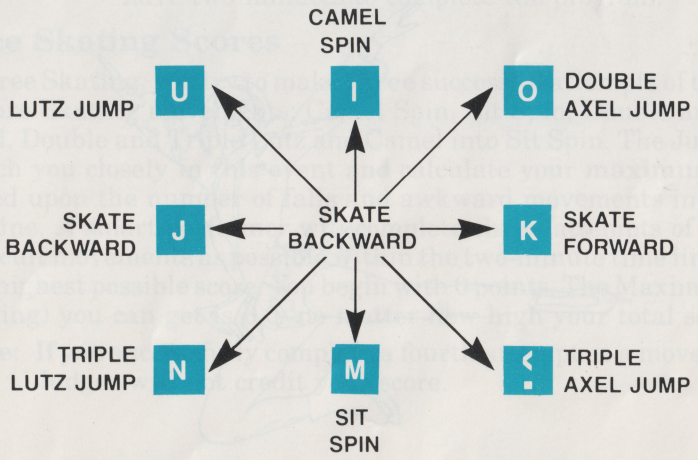


Figure Skating Tips:

AWKWARD: A movement will be judged as elegant or awkward, depending on when you press the **FIRE** button or **SPACE BAR**. If you're **skating forward** and "trigger" a jump when the skater's legs are in **open stride**, the jump will be perfect. If the skater's legs are **closed**, the jump will be awkward. The opposite is true if you're skating **backwards**: trigger the jump when the skater's legs are **closed** and the jump will be perfect. Practice makes perfect, so keep trying!

FORWARD SKATING performers can do a **Double** or **Triple Axel Jump** or turn around and begin skating backwards. Remember: Be skating forwards when time runs out--if you're skating backwards you'll fall down!

BACKWARD SKATING athletes can do a **Double** or **Triple Lutz Jump**, a **Camel** or **Sit Spin**, or turn around and begin skating forward.

When you do **SPINS**, try to make six rotations. If you turn fewer than six times, your exit will be awkward; more than six turns will make you so dizzy and you'll fall.

Don't Fall Down!

You'll fall down if you try to move directly from a jump to a spin, a spin to a jump, a jump to another jump, or a Sit Spin to another Camel Spin. Skate backwards in between movements; skate forwards before you do an Axel Jump.

Camel into Sit Spin: You can move directly from a Camel Spin to a Sit Spin–a very elegant combination worth 1.2 points!

Figure Skating Scores

You begin with a score of **0.0** The best score is **6 points**.
All scores are displayed in tenths. And don't worry--your score can't go below 0.

After you successfully complete each Figure Skating movement, your score is added like this:

MOVEMENT	POINTS
Camel Spin	.7
Sit Spin	.7
Double Axel Jump	.6
Triple Axel Jump	1.1
Double Lutz	.6
Triple Lutz	1.1
Camel into Sit Spin	1.2
Total Score	6.0

- **Total Score Penalties**

  .7 Point penalty for each fall.
  .2 Point penalty for each awkward movement.

Free Skating

In **Free Skating** competition, you chose the jumps and spins, inventing your own choreography. You have two minutes to complete the program.

Free Skating Scores

In Free Skating, you try to make **three** successful attempts of the **seven** Figure Skating movements: Camel Spin, Sit Spin, Double and Triple Axel, Double and Triple Lutz and Camel into Sit Spin. The Judges will watch you closely in this event and calculate your **maximum score** based upon the number of falls and awkward movements in your routine. A smart performer will complete **three** attempts of as many difficult movements as possible within the two-minute time limit, to get the highest possible score. You begin with 0 points. The Maximum score (ceiling) you can get is 6.0--no matter how high your total score.

Note: If you successfully complete a fourth attempt at a movement the Judges will not credit your score.

Figure Skating Scores

MOVEMENT	POINTS EACH ATTEMPT
Camel Spin	.3
Sit Spin	.3
(1.8 points maximum)	
Camel into Sit Spin	.5
(1.5 points maximum)	
Double Lutz Jump	.2
Double Axel Jump	.2
(1.2 points maximum)	
Triple Axel Jump	.4
Triple Lutz Jump	.4
(2.4 points maximum)	
Total	6.9
(6.0 Maximum Ceiling)	

■ Total and Maximum Score Penalties

PENALTY	TOTAL	MAXIMUM
Fall	-.5	-.2
Awkward	-.2	-.05

Note: No penalty for failing to attempt all seven movements.

EXAMPLE:

Your Total Score:	6.9	Maximum:	6.0
1 Fall	-.5		-.2
2 Akwards	-.4		-.1
		Your Final	
Total	6.0	Score ➧	5.7

CREDITS: Only the movements completed within the two-minutes are scored.

Movement attempts will be added to your score only if they're successfully completed.

Speed Skating

Speed Skaters can move at 30 miles per hour--much faster than athletic track runners. In fact, Speed Skating champions are the fastest self-propelled human beings over level earth!

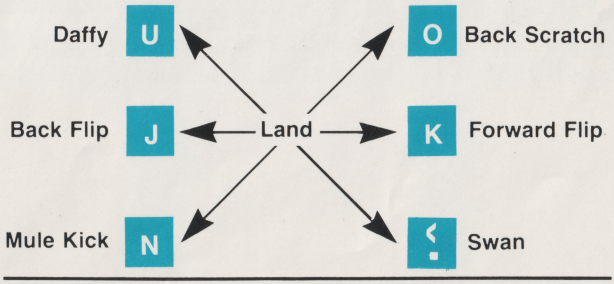
In Speed Skating, two racers skate side-by-side, in separate lanes, as fast as they can go!

- You will be skating against a computer player on the top half of the screen. Your skater is on the bottom half of the screen. Press the **FIRE** button or **SPACE BAR** on the keyboard to begin the count down.
- When the countdown reaches **"GO,"** begin skating by moving the joystick to the **LEFT** and **RIGHT** or pressing the keys **J** and **K**, to move your skater's legs. The trick is to make the skaters legs move back and forth as in real skating
- Continue skating by moving the joystick back and forth or pressing **J** and **K** in rhythmic strokes to move your racer's legs. Build your natural skating rhythm faster to get up to speed--and GO FOR IT!
- The skater with the fastest time wins the race.
- When the race is over, press the **FIRE** button or **SPACE BAR** to begin the next event.

Hot Dog Aerials

This demonstration sport tests your guts, grace and precision on skis. Strive for a performance of athletic artistry as you flip through the air in a dazzling series of daredevil moves.

- Push the **FIRE** button or **SPACE BAR** to start a jump.
- Push the joystick in one of these six directions or press the appropriate key on the keyboard to begin a movement:



- To do one movement after another, move the joystick or press the appropriate key when the Hot Dog Skier is in mid-air--timing is crucial.
- To get out of a move or begin another move push the joystick to the center (**LAND**) position or press the **SPACE BAR**.
- Hold each movement (except the **Flips**) until you choose a different move.
- Go into the landing position before you hit the ground, or you'll **Fall**.

Scores

The score is based on both style and difficulty, and is displayed after you land. The maximum is 10 points.

DIFFICULTY is judged by the number of different maneuvers performed in mid-air. Any combination of movements can be mixed together for a total maximum score of 10. Combinations of different movements count for the most points. Points will be deducted for awkward movements. Watch your landing! If you fall, you won't receive a score.

STUNTS	POINTS
1 Stunt	6.3
1 Flip	7.2
2 Stunts (Same)	8.7
2 Flips (Same)	9.2
2 Stunts (Different)	9.6
1 Stunt and 1 Flip	10.0
2 Flips (Different)	10.0

- **1.4 point penalty for each awkward movement.**

CREDITS: Only the first attempt at each movement completed within the one minute is scored.

Ski Jump

Every gust of wind chills your body as you look down from the top of the jump tower to the runway far below. The judges and spectators look like insects from this height. GO! Your coiled body lurches forward and suddenly you're into another world!

You crouch down low, in a tucked position, to accumulate as much speed as possible. At the take-off, you leap out, push up, and lean forward, over the edge of your skis, to reduce wind resistance and increase the length of your jump.

- Press the **FIRE** button or **SPACE BAR** to begin your approach.
- When you reach the takeoff point, press the **FIRE** button or **SPACE BAR** again.
- In the air, watch the upper right-hand corner of the screen for faults. Correct faults quickly to get maximum style points and distance.
  - If your knees are **BENT**, move the joystick **UP** or press the **I** key to correct.
  - If you're **TOO FAR FORWARD**, move joystick **LEFT** or press the **J** key.
  - **TOO FAR BACK**, move joystick **RIGHT** or press the **K** key.
  - **SKIS CROSSED**, move joystick **DOWN** or press the **M** key.
- If you don't correct your faults in time, your Ski Jumper's wild antics will cause **wind resistance** and lose style points.

Ski Jump scores are based on distance and form.

DISTANCE: is based on the timing of the takeoff, and the aerodynamics of the Jumper in the air.

STYLE: You'll get more points if you recover quickly from faults and don't fall.

Scores

Your maximum is tallied by multiplying your **DISTANCE** (×) **3** (+) **STYLE POINTS.** A respectable **Ski Jump** score would be a flight of 60 meters and 20 style points for a total of 200 points.

Biathlon

Race over a cross-country track on skis with a .22 caliber rifle slung over your shoulder. You have only a few cartridges to fire at the required targets, so steady your sights and develop an eagle eye before you fire away!

- Press the **FIRE** button or **SPACE BAR** to start cross-country skiing.
- Move your joystick **LEFT** and **RIGHT** or press the keys **J** and **K** to move your skier's legs in steady, rhythmic kicks and glides.
- On **LEVEL GROUND**, keep up a steady pace by moving your joystick back and forth or pressing keys **J** and **K**.
- For **UPHILL** terrain, move the joystick faster or press the keys faster to increase speed.
- **DOWNHILL** stretches go fastest if you use the double-pole technique. Pull the joystick back or press the **M** key when the skier's hands are in front, to get the maximum push down the slope.
- **SHOOTING**: You are issued **five** cartridges to shoot at **five targets**, and every miss is a 5-second penalty. The gun must be loaded and the shell ejected after each shot. Pull the joystick **BACK** or press the **M** key to open the gun chamber. Push the joystick **FORWARD** or press the **I** key to load the shell. Push the **FIRE** button or **SPACE BAR** to shoot. Repeat for the next shot. The skier's heart rate affects your accuracy--so cool down, and take careful aim before you fire!
- The winner or high score is the skier with the fastest total time.

Bobsled

Prepare to careen down a track of solid ice--while you crouch in a precision-built machine of steel and aluminum. You'll fly around hair-raising turns, then plummet down the bumpy straightaways at speeds exceeding 90 miles per hour!

- Press the **FIRE** button or **SPACE BAR** to begin the race.
- Move the joystick **LEFT** and **RIGHT** or press keys **J** and **K** to guide your sled, pull **BACK** on the joystick or press **M** to brake.

HINTS: Steer hard! To avoid capsizing at the turns, try to anticipate the pull of centrifugal force, and steer hard in the *opposite* direction.

Watch your speed! The power bar at the bottom of the screen shows how fast you're going. The faster you go, the harder you have to steer to keep plummetting toward the finish.

Learn the course! An intimate knowledge of the course is important, so you learn the best position to take each corner.

- The winning bobsled's score is based upon the fastest time through the tracks.

SCORING

Awards Ceremony

After every event, the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played.

Champion Ceremony

If players compete in all WINTER GAMES events, a Grand Champion of the games is selected based on the number of points awarded.

Gold Medal = 5 points
Silver Medal = 3 points
Bronze Medal = 1 point

The points are totaled after all events have been completed, and the player with the most points is honored as the Grand Champion. The ceremony takes place after the Awards Ceremony for the final event.

World Records

If a world record is achieved in any event, the name of the record-breaking player is saved by the WINTER GAMES program. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

Continuing Play

To restart WINTER GAMES at any time, press and hold the **CONTROL** and **RESET** keys at the same time. The program will **REBOOT** to the beginning of the game.

HOW DID WINTER SPORTS BEGIN?

Skiing, skating and sledding began centuries ago as fun and practical ways for people to move across snow and ice.

Skiing

The earliest skis may have existed about 4,000 or 5,000 years ago in Scandanavia. Ski bindings were invented in the 1860s by Sondre Nordheim, of Mordegal, Norway.

Once skiers could slip the toes of their boots into iron pieces, then fasten their heels with straps or springs, they gained much more control of their long wooden slats--and they could move with breathtaking speed. Norwegian emigrants pioneered the sport all over the world.

Skating

Skating began around 1000 B.C. Before the Iron Age, Nordic people made skates from elk, ox and reindeer bones. In fact, anthropologists have discovered bone skates they believe to be at least 20 centuries old!

Since the Middle Ages, people have skated on canals in Holland. Ice skating was a very fashionable recreation in the French court in the 1770s, when Marie Antoinette was an avid enthusiast.

Sledding

Primative sleds were used for transporation before 3,000 B.C. in Northern Europe. The American Indians tied poles together with thongs to carry loads over snow.

The thrill of riding a speeding sled down a steep hill caught on in the 1500s in Germany, when people rode tobaggans over snowy hillsides. Sledding became a real sport when British and American tourists started racing sleds down snowbound mountain roads in the European Alps in the middle of the 19th Century. Bobsled races developed in the 1880s in Switzerland.

THE WINTER OLYMPIC GAMES

The first WINTER GAMES were held at Chamonix, France in 1924, when they were accepted as a celebration comparable to the Summer Games and given the official blessing of the International Olympic Committee. Since then, the WINTER GAMES have been held at the following locations:

WINTER OLYMPIC GAMES

Date	Place
1924	Chamonix, France
1928	St. Moritz, Switzerland
1932	Lake Placid, New York, USA
1936	Garmisch-Partenkirchen Germany
1948	St. Moritz, Switzerland
1952	Oslo, Norway
1956	Cortina, Italy
1960	Squaw Valley, California, USA
1964	Innsbruck, Austria
1968	Grenoble, France
1972	Sapporo, Japan
1976	Innsbruck, Austria
1980	Lake Placid, New York, USA
1984	Sarajevo, Yugoslavia
1988	Calgary, Alberta, Canada

SUMMER GAMES™ AND SUMMER GAMES II™
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IN SIXTEEN EXCITING EVENTS.

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- *Compete in Cycling, 100 Meter Dash, Diving, Equestrian, Fencing, Freestyle Relay, 100 Meter Relay, Gymnastics, High Jump, Javelin, Kayaking, Pole Vault, 4x400 Meter Relay, Rowing, Skeet Shooting, and the Triple Jump*
- *Complete with Opening, Closing, and Awards Ceremonies, including National Anthems of 18 Different Countries*
- *Play Against the Computer, or With Your Friends*
- *Individual and Head-To-Head Competition.*
- *One to Eight Players*

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